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THE CONVERTER

FOR USE WITH PRINTSHOP

NEWSROOM & HI-TECH EXP



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*****
THE CONVERTER
A Program To Expand Your Graphic Capabilities
*****
Programmed by Chris Wareham
SHEPHERD SOFTWARE
*****
With Lots of Helpful Suggestions
And Support Software From
Ed Kielbasinski
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*****
INTRODUCTION
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There is a vast amount of Print Shop icons available for Atari 8-bit computers today. While The Print Shop is an excellent program, there are others that are very useful also--namely the Hi Tech print programs and the Newsroom from Springboard. Wouldn't it be nice to tap that huge reservoir of graphics already available and use them in the other programs? THE CONVERTER is now at your service to do just that! When you first load the program, the title will scroll until you press a key. After that you're ready to start converting. Use the up and down arrow keys to highlight your choice. RETURN chooses the option you want. ESC will take you back to the Main Menu in most cases. Sometimes you will have to press it several times to get all the way back to the Main Menu. Below is a summary of the options that THE CONVERTER places at your finger tips.

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LOAD
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The first time you choose this option, the program asks for the drive you want to load from. Select drive 1 (D1:) or drive 2 (D2:). THE CONVERTER will then check the disk in the drive you specified. If it is a Print Shop data disk, it will ask for the name of the icon you want to load. Press RETURN only for a directory listing, 16 names at a time. During the directory listing, you can press RETURN for more names or ESC to stop the directory listing and enter the icon name you want to load.

If CONVERTER finds a standard DOS disk in the drive you specified, it will give you the option of loading PrintPower graphics, AwardWare graphics, or AwardWare seals. Use the left and right arrow keys to highlight one of these and RETURN to choose. After a choice is made the program checks the drive to see if the type of graphics you chose are on the

disk. If not, you will be told. Otherwise, you save the filename entry/directory listing option the same as for Print Shop Icons as described in the previous paragraph. Please note that the Hi Tech series programs use both upper and lower case letters for graphic names. You must enter the name exactly as it is on disk to load it. After loading, the graphic will appear in the upper left window of the screen.

Note that after you choose the drive and type of graphic to LOAD, the SPECS line in the bottom message window is updated to reflect your choice. Every time you choose the LOAD option after this, THE CONVERTER assumes these same LOAD specifications unless you clear them with the SPEC option (see below). This takes some of the tediousness out of the conversion process. You can convert many of the same type of graphics without specifying the drive and type of graphic every time.

SAVE

This option lets you convert whatever graphic is in the upper left window to Newsroom ClipArt, AwardWare graphic or AwardWare seal format. With the 'AW -> PrP' (fourth) option (described below), you can convert any graphics for use with PrintPower also. The first time you choose the SAVE option, you must specify the drive and graphic type you want to save to. The SPECS line is updated and THE CONVERTER assumes these specifications from then on until you change them with the SPEC option (see below). Below is a summary of each type of save and the options for each.

/////////
SAVE CLIPART
/////////

Before saving ClipArt, you first need to format a ClipArt disk. This requires a drive capable of DOS 2.5 dual density (Atari 1050 drive or compatible) and a special disk structure. After selecting ClipArt under the SAVE option, the program will ask "FORMAT A ClipArt DISK?" If this is your first time saving ClipArt, then select yes. Put a blank disk in the drive you specified earlier (the bottom message box will tell you which drive in case you forgot). Make sure the disk you put in the drive is blank as all data on the disk will be lost. Press ESC to abort to the Main Menu or RETURN to begin formatting.

Next you're asked for a ClipArt filename. Press RETURN only for a directory of ClipArt 'murals' or enter the name you want to save your graphic under. After you give the program a filename, a 1/2 scale representation of a ClipArt mural will appear in the top right window with your filename underneath it. The prompt in the top message box asks you to select PART or WHOLE graphic to save. If you select PART, the program will allow you to draw a box around part of the graphic in the upper left window. A small flashing cursor will appear in the upper left window. Use the arrow keys to move this cursor one unit at a time, the SHIFT + arrow

ation to move it eight units at a time, or the mouse. When the cursor is at one corner of the box you want to save, press SELECT. Now as you move the cursor, a rubber-band box will follow it. When the box contains the part of the graphic you want to save as ClipArt, press SELECT again. You can also press ESC to abort.

After boxing in PART of the graphic or selecting WHOLE, a 1/2 scale flashing box will appear in the top right window (your 1/2 scale ClipArt mural). Use the arrow keys, SHIFT + arrows, or joystick to move the flashing box anywhere on the ClipArt mural. The coordinates of the upper left corner of this box are displayed underneath the mural representation. Press SELECT to mark and save this particular part of your mural or ESC to abort.

Whether you saved or aborted in the previous step, you will now be given five options while still under ClipArt SAVE. You can LOAD a new graphic to add to your mural (see instructions above for loading). You can CLIP a new graphic, which lets you continue to add to the mural you are constructing (the previous two paragraphs described how to do that). Note that each time you add to your mural, a box is drawn to show what part of the ClipArt mural is used. You can overlap pictures on this mural, but if you do, the Newsroom will combine the overlapping area and include it on both clips. To avoid any overlapping, make sure each clip is at least two units (pixels) away from the adjacent clip. You can EDIT the graphic in the upper left window (see instructions below for editing). When done editing, you will press ESC to return to this same five-option submenu. You can also choose the SPEC option which allows you to change the LOAD specs (see below for more details). You cannot change the SAVE specs while under the ClipArt SAVE option. If you select DONE or press ESCAPE from the five-option submenu, no more art will be saved to the present mural. You can save a maximum of 32 clips to any one mural.

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////////////////////////
SAVE AwardWare Graphic or Seal
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The first time you select either of these options, the program checks the specified drive to make sure it has a DOS disk in it and whether or not any graphics/seals are already on the disk. You are asked for a name. You can press RETURN only for a directory listing or enter the name you want the graphic in the upper left window saved under. There is one important point you should note here. If you want to use the saved graphics with AwardWare, you will need to have the following files from the original AwardWare Graphic disk on the same disk as your saved pics: VBD.A, MBO.A, F00.A, F01.A, F02.A, F03.A, F04.A, and END.COM. These files take up almost half of a single density disk and limit how many pics you can put on the disk. However, you can copy all the AwardWare files (both program and graphic disks) to an enhanced density disk and it should still work.

If you want to use the saved graphics with PrintPower, you do not need the above mentioned files on the disk. You should first save your pics as AwardWare graphics and then

convert them using the 'AW -> PrP' option described below. Saving them as AwardWare seals will also work for PrintPower, but you won't get as many on a disk since seals are not compressed while graphics are.

EDIT

This option lets you edit the picture in the upper left window. The keyboard commands are listed in the upper right window. The X and Y coordinates of the flashing cursor are displayed in the upper message box near the bottom of the screen. The arrow keys (without control or shift) let you move the flashing cursor one unit at a time. A joystick in port 1 does the same thing. SHIFT + arrow moves the cursor 8 units at a time. CONTROL + arrow scrolls the picture in the direction of the arrow. Below is a summary of the other editor commands. Whenever cursor movement is called for, you can move either one or eight units at a time.

/////////
Buffer Picture
/////////

When you first enter editing mode, the graphic in the upper left window is saved to the buffer. If you make changes to the graphic and decide you don't like them, you can recall the original picture with the Undo command (described below). All the undo command does is recall the picture from the buffer. If you like the changes you've made so far and want to try some questionable changes, press CONTROL + B to save the displayed graphic to the buffer. The program will ask you to confirm this since the original buffer will be lost. The Undo command will restore whatever picture is presently in the buffer.

/////
Clear
/////

Press CONTROL + C to clear the upper left graphic window. If you do this and decide to change your mind, the Undo command will restore the previous graphic.

/////////
Lock Toggle
/////////

Pressing CONTROL + L will allow you to draw or erase (depending on which mode you are in) whenever you move the cursor. Pressing the same keys a second time will turn this function off. The status of the lock is displayed in the upper right window just after 'Lock Toggle.'

//////////
Draw (Black)
//////////

Whenever you press D it will make a black mark at the location of the cursor on the upper left graphic screen. An asterisk (*) will appear next to Draw in the right window. If Lock Toggle is on, whenever you move the cursor, it will make a black mark in the graphic area. If you are using a joystick, pressing the button will also make a black mark. Hold the button down while moving the joystick to draw continuously.

//////////
Erase (White)
//////////

Whenever you press E it will make a white mark at the location of the cursor. An asterisk will appear next to Erase in the right window. If Lock Toggle is on, whenever you move the cursor, it will make a white mark in the graphic area. The joystick and button will also draw in white.

///
BOX
///

Pressing B allows you to draw boxes. Move the cursor to one corner of the box you want to draw and press SELECT (or the joystick button) to mark. Now when you move the cursor, a rubber-band box emanates from the first point. Press SELECT (or the joystick button) again to mark the complete box. You can also press ESC to abort the box function and return to the main editor commands.

////
LINE
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You can draw lines by pressing L. The start and end of the line are selected in the same way as the two points of a box as described in the previous paragraph.

/////////
Negative
/////////

Press N to make a negative of the upper left graphic window. All black pixels will become white and vice versa.

////
Undo
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If you've made some changes to the graphic and decide you don't like them, press U to restore the previous graphic. Use this command in conjunction with the Buffer Picture command described above.

 AW -> PrP

This options lets you convert a whole disk of AwardWare graphics and/or seals for use with PrintPower. PrintPower's Main Menu has an option that supposedly allows you to do this. However, it only works with the graphics and seals that come with the AwardWare graphic disk. THE CONVERTER will do it for any valid graphics disk. The program first asks for the drive number for conversion and then checks that drive for graphics/seals. Then you are asked to enter a unique disk name. PrintPower uses this name to keep track of your graphic disk, so you should give each graphic disk a different name. After that, everything is automatic. When the conversion is complete, PrintPower will recognize and use any graphics you have stored on the disk.

Please note--before you can use this option, you must first save some graphics on a DOS disk in either AwardWare graphic or seal format. The graphic format is better because it compresses the pics before saving them--as a result you will get more pics on a disk. If you plan to use your graphics with PrintPower, you should not save more than 58 pics to a disk. This is because the 'AW -> PrP' option adds several files to the disk directory and the maximum number of files on a DOS disk is 64.

 SPEC

At the bottom of the lower message window is a line entitled SPECS. Initially, both the LOAD and SAVE specs are blank. After choosing LOAD or SAVE from the main menu, the appropriate drive number and file type are shown in the SPECS line (see the LOAD and SAVE descriptions above). For example, the SPECS line may read:

SPECS:LOAD:D1-PS SAVE:D2-ClpA

This indicates that every time you choose the LOAD option, THE CONVERTER assumes you want Print Shop icons from Drive 1 (D1-PS) and every time you choose the SAVE option you want ClipArt saved to Drive 2 (D2-ClpA). The following abbreviations are used for file types:

PS = Print Shop Icon
 ClpA = Newsroom ClipArt
 PpGr = PrintPower Graphic
 AwGr = AwardWare Graphic
 AwSe = AwardWare Seal

When you choose the SPEC option from the main menu, you are allowed to clear the LOAD and/or SAVE specification. When choosing this option from the SAVE CLIPART submenu (described above), you can only clear the LOAD spec. The LOAD and SAVE options will not ask you for the drive number

and file type unless the appropriate specification is cleared. If you forget what kind of file you are LOADING/SAVING or the drive number, you can always look at the SPECS line.

ENJOY!

Have fun with this program and experiment with it. There is so much good computer artwork available. The more we can share, convert, and use all that's out there, the more enjoyment we will have using it.

ACKNOWLEDGMENTS

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